

Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently Amended) A method for conducting a game, the method comprising acts of:
providing for primary method of entry of at least one player in ~~the a wagering~~ game;
providing, to the at least one player, an alternative method of entry (AMOE) to the
wagering game; and
executing the wagering game for the at least one player.
2. (Currently Amended) The method according to claim 1, wherein the wagering game is a
wagering game of chance.
3. (Currently Amended) The method according to claim 1, wherein the wagering game is a
wagering game of skill.
4. (Currently Amended) The method according to claim 1, wherein the wagering game has
fixed odds of winning the wagering game.
5. (Currently Amended) The method according to claim 1, wherein the wagering game has
non-fixed odds of winning the wagering game.
6. (Currently Amended) The method according to claim 1, further comprising an act of
conducting the wagering game over a communication network.
7. (Currently Amended) The method according to claim 1, wherein the act of providing an
entry of the at least one player in the wagering game includes an act of entering the at least one
player in a game session following a processing of an entry request of the at least one player by

the alternative method of entry (AMOE):

8. (Original) The method according to claim 1, further comprising an act of providing to the at least one player an indication of a game session to be entered by the alternative method of entry (AMOE).
9. (Currently Amended) The method according to claim 7, wherein the act of executing the wagering game for the at least one player further includes the acts of:
 - determining, for the at least one player, at least one game card having a pattern;
 - determining, prior to a game session, a winning pattern;
 - drawing winning cell content from a predetermined set of cell content;
 - determining, for the at least one player, whether the pattern of cell content on the wagering game card matching the drawn winning cell content makes a pattern matching the winning pattern; and
 - if so, determining a payout.
10. (Original) The method according to claim 9, wherein the act of determining the payout includes an act of determining the payout based upon a fixed odds of winning.
11. (Original) The method according to claim 1, wherein the act of providing for the alternative method of entry (AMOE) includes providing for an entry of the at least one player in at least two game sessions.
12. (Currently Amended) A wagering game, comprising: having a computer system, having a display through which a game player plays the wagering game;
 - a primary means method of entry for entering the wagering game; and
 - an alternative means method of entry for entering the wagering game (AMOE), wherein a game player plays enters the wagering game through the use of an the alternative method of entry (AMOE).

13. (Currently Amended) The wagering game according to claim 12, further comprising a wherein the wagering game is available to be played on a communication network, wherein the communication network is used to access the wagering game.

14. (Original) The wagering game according to claim 13, wherein the communication network includes at least one of a cable system, the Internet, or wireless network.

15. (Currently Amended) The wagering game according to claim 12, wherein the AMOE comprises a mail entry is performed by an act of submitting an entry to the wagering game by mail.

16. (Currently Amended) The wagering game according to claim 12, wherein the AMOE comprises an Internet entry is performed by an act of submitting an entry to the wagering game over the Internet.

17. (Original) The wagering game according to claim 12, wherein a game session associated with the wagering game is provided with an entry by AMOE.

18. (Previously Presented) The wagering game according to claim 12, wherein a game session entered is the next starting game session after the AMOE is received and logged by the game operator.

19. (Previously Presented) The wagering game according to claim 12, wherein a game session entered is the next starting game session designated for AMOE game players after the AMOE is received and logged by the game operator.

20. (Original) The wagering game according to claim 12, wherein the wagering game is a wagering game of chance.

21. (Original) The wagering game according to claim 12, wherein the wagering game is a wagering game of skill.

22. (Original) The wagering game according to claim 12, wherein the wagering game has fixed odds of winning the game.

23. (Original) The wagering game according to claim 12, wherein the wagering game has non-fixed odds of winning the game.

24. (Original) The wagering game according to claim 12, wherein the alternative method of entry (AMOE) includes an entry of the at least one player in at least two game sessions.

25. (Currently Amended) A computer-readable medium having computer-readable information signals stored thereon that define instructions that, as a result of being executed by a computer, instruct the computer to perform a method for conducting a game, the method comprising acts of:

providing for primary method of entry of at least one player in the game;

providing, to the at least one player, an alternative method of entry (AMOE) to the game;
and

executing the game for the at least one player, wherein the game comprises a wagering game.

26. (Original) The computer-readable medium according to claim 25, wherein the method further comprises an act of conducting the game over a communication network.

27. (Original) The computer-readable medium according to claim 25, wherein the act of providing an entry of the at least one player in the game includes an act of entering the at least one player in a game session following a processing of an entry request of the at least one player by the alternative method of entry (AMOE).

28. (Original) The computer-readable medium according to claim 25, wherein the method further comprises an act of providing to the at least one player an indication of a game session to be entered by the alternative method of entry (AMOE).
29. (Previously Presented) The computer-readable medium according to claim 27, wherein the act of executing the game for the at least one player further includes the acts of:
- determining, for the at least one player, at least one game card having a pattern;
 - determining, prior to a game session, a winning pattern;
 - drawing winning cell content from a predetermined set of cell content;
 - determining, for the at least one player, whether the pattern of cell content on the game card matching the drawn winning cell content makes a pattern matching the winning pattern; and
 - if so, determining a payout.
30. (Original) The computer-readable medium according to claim 29, wherein the act of determining the payout includes an act of determining the payout based upon a fixed odds of winning.
31. (Original) The computer-readable medium according to claim 25, wherein the game is a wagering game of chance.
32. (Original) The computer-readable medium according to claim 25, wherein the game is a wagering game of skill.
33. (Original) The computer-readable medium according to claim 25, wherein the game has fixed odds of winning the game.
34. (Original) The computer-readable medium according to claim 25, wherein the game has non-fixed odds of winning the game.

35. (Original) The computer-readable medium according to claim 25, wherein the alternative method of entry (AMOE) includes an entry of the at least one player in at least two game sessions.